

CAKEWALK™

Instructions



**One Player
Uses Left Joystick**

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CAKEWALK

Something's amiss at the Bakery!

The conveyers are spinning out of control! A torrent of cakes and pies pour from the ovens. The besieged Baker must snatch the pastries before they fall off the end, but avoid the deadly silverware. If that's not enough, there's a dancing gingerbread man that tries to out-fox the Baker and a surly janitor to sweep up the mistakes.

You must maneuver the Baker among the six conveyers. You can stop one, but neglect it or try to stop another conveyor and it's on the move again. When you catch enough pastries, you'll earn a coffee-break. Rest, enjoy your coffee, and get ready for a new onslaught of runaway goodies.

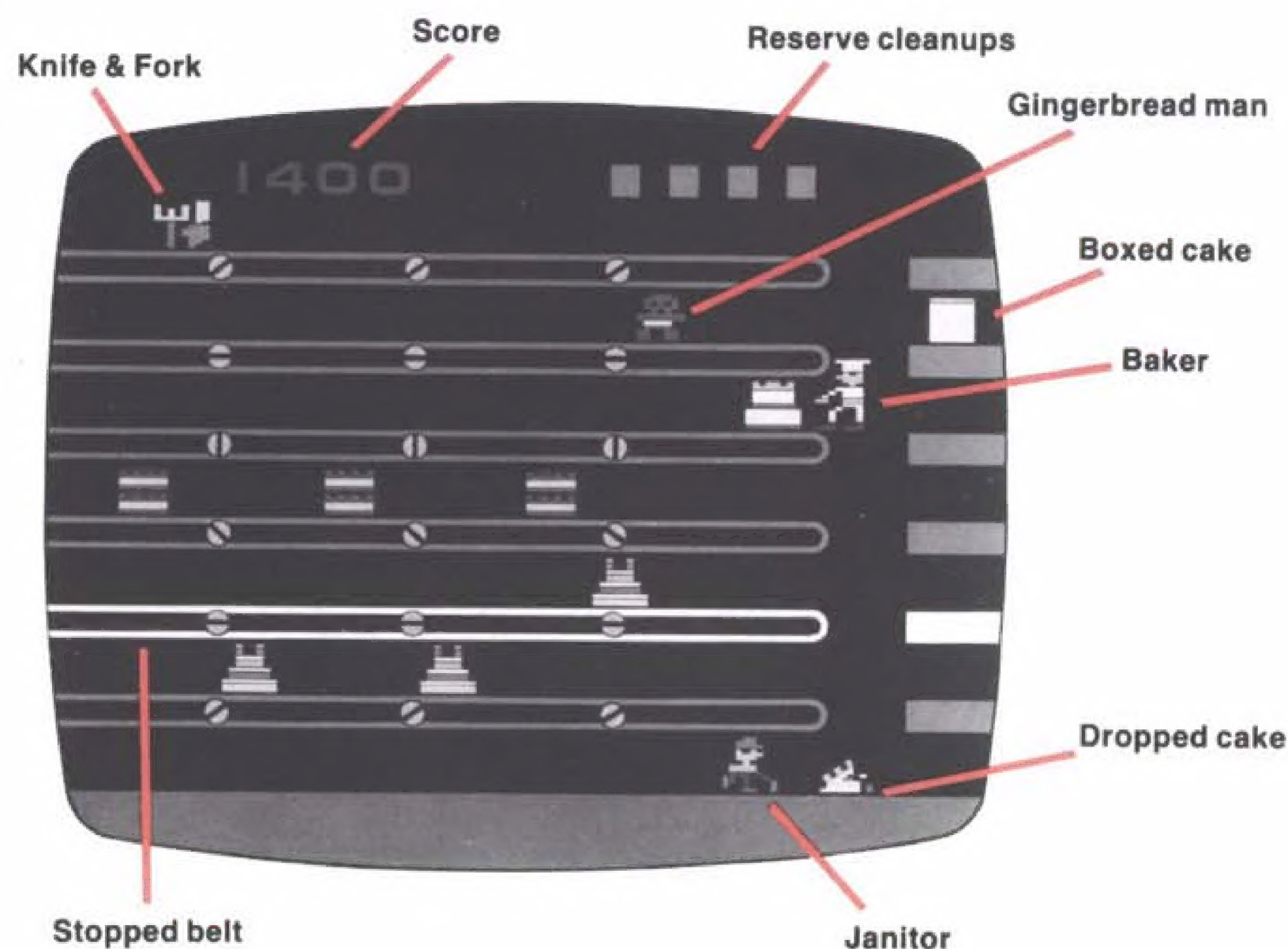
Good reflexes alone aren't enough to avoid disaster. As the pace increases, planning time and margin of error vanish until the bad-tempered janitor won't clean up another spill. Can you catch all the pastries and keep the Bakery going until the next coffee-break? Test your speed, skill, and decisiveness in CAKEWALK™, the latest video challenge from CommaVid™.

GETTING STARTED

- Turn **off** your game console.
- Insert the Cakewalk game cartridge.
- Be sure the **Left** joystick controller is firmly connected to the console (this is the only controller used).
- Turn **on** your game console, you will see the game "title screen".
- Set the left difficulty switch to "**b**" (Note: On Sears Tele-Game™, the **difficulty switches** are called **skill switches** and the "**b**" position is called **novice**).
- To play game variation #1, the basic game, start the game by pressing the **game reset** switch. The "title screen" will disappear and after a slight pause, play will start.
- To select any one of the 16 possible game variations, repeatedly press the **game select** switch until the desired game number appears in the score area at the top left of the screen. Note that the "title screen" disappears as soon as you press **game select**, but play will not start until **game reset** is pressed.
- Consult the appropriate sections of this booklet for a complete explanation of the game features and play variations.

USING THE JOYSTICK

- Hold the base of the joystick in your hand with the fire button in the left corner nearest the TV. Pushing forward and backward on the joystick moves the baker up and down.
- Pressing the **fire button** stops the belt nearest the baker. This stopped belt will start moving again after about 4 seconds, or will start immediately if you stop another belt. A stopped belt becomes **red** (brighter grey on a B/W TV).



This color change will help you see quickly that you have stopped the desired belt.

- In game variations with "Belt Speedup", pushing the joystick to the right will speed up the belt nearest the baker.
- Pushing the joystick left has no function in any game version.

PLAY FEATURES

- Each pastry caught scores 100 points.
- The baker **must not catch** the **knife and fork** that appear occasionally. These are the only objects that the baker must avoid.
- When a pastry is dropped, the janitor will clean it up. The number of reserve "cleanups" is shown at the top left of the screen as a row of red blocks. At most 4 cleanups can be kept in reserve. When a pastry is dropped (or a baker injured on the Knife and Fork), with no clean-ups in reserve, the game ends.
- Periodically, when enough pastries have been caught, a **coffee break** is earned. Pastries stop appearing on the belts and a steaming **cup of coffee** appears on the center belt. The **game pauses** until the baker touches the cup of coffee, and the coffee will not fall off the belt. When you are ready to resume play, move the baker to the coffee cup. He will consume it, and a new and more difficult onslaught of pastries will start.
- An **extra reserve cleanup** is earned **at the end of each coffee break** when the baker drinks his coffee.

- **Gingerbread men** will appear on the belts from time to time. In some game variations only gingerbread men appear. They will dance back and forth on the belts, both when the belt is stopped and moving.
- At the end of the game, the "title screen" returns with your score, visible at the top left. To the right of the score, where the reserve clean-ups are normally displayed, are zero to four red blocks that encode the game number that was played. This allows complete photographic documentation of your high scores!

PLAY TIPS:

- More experienced players can start with the **left difficulty switch** in the "a" (or "expert") position to begin play at the difficulty level normally encountered after the fourth coffee break.
- The **right difficulty switch** and the **TV type** (Color/BW) **switch** have no function in Cakewalk.
- Game #11 is probably the hardest, and game #6 is the easiest.
- If you want the fastest possible action, play games with the "**belt speedup**" feature.
- Study the Gingerbread Men, they are more predictable than they seem. They do act somewhat differently in the "**all gingerbread men**" game versions.
- In a fast and crowded situation, if a pastry is dropped, use the time taken by the janitor to clean up. Stop a belt and position your baker to salvage the situation.

GAME VARIATIONS

GAME FEATURES CHART

Feature/Game #:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Fast Baker																
Pause to Box																
Belt Speedup																
All Gingerbread Men																

- The "**fast baker**" feature allows you to move the baker faster and makes the game easier.
- The "**pause to box**" feature forces the baker to remain stationary while he turns to place the boxed cake on the outgoing belt. This will make it slightly more difficult to handle closely spaced bunches of cakes.
- With the "**belt speedup**" feature, pushing the joystick to the right will speed up the belt nearest to the baker. If the cakes aren't coming too fast, this can be as much of an aid to playing as the belt stop feature.
- You can select "**all gingerbread men**". These games are very similar to the regular game, but are more difficult because all the pastries are erratic Gingerbread Men.

In Cakewalk you move a baker along the ends of six conveyor belts carrying pastries. If a pastry moves off the end of a belt, it falls. To prevent pastries from falling, move the baker to touch them as they reach the end of the belt. He will quickly catch the pastry and place it boxed on the outgoing belt. Points are scored for all pastries caught. If too many pastries fall, the game is over.

The next time you are shopping for fun and games, remember to look for **CommaVid**.



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